

RENDERING A SILHOUETTE EDGE

Abstract of the Disclosure

A silhouette edge is rendered in a display format that corresponds to a geometry of a three-dimensional model.

- 5 An angle between the silhouette edge and an adjacent silhouette edge in the image is determined, and the display format for the silhouette edge is selected based on the angle. Texture mapping is used to generate the silhouette edge in the display format.

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